AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

Claims 1. - 14. (Canceled)

15.   (Currently amended)   A game progress administering method using a game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

allowing a step in which player information storage of the game administering system to store player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong,

allowing a step in which terminal information storage means of the game administering system   to store terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed,

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allowing a ~~step in which~~ gaming evaluating ~~means~~ of the game administering
system to receive the terminal identification information of one game terminal unit,
the player identification information and a game start signal, which is an operation
signal to the effect of starting the game, from the one game terminal unit, and to
instruct the one game terminal unit to conduct the game, and to calculate a result of
each player based on the result of the game, and to store the calculated results in the
player information storage ~~means~~ in correspondence with the player identification
information,

allowing a ~~step in which~~ result tabulating of the game administering system
to tabulate the results of the players for each shop, to which the players virtually
belong, at every interval of a specified period to determine a within-shop ranking,
and to store the determined within-shop ranking in the player information storage
~~means~~ in correspondence with the player identification information,

allowing a ~~step in which~~ shop ~~judgering means~~ judger of the game
administering system to reads the shop identification information corresponding to
the terminal identification information of the one game terminal unit from the
terminal information storage ~~means~~, and to read the shop identification information
corresponding to the player identification information received by the gaming
evaluating ~~means~~ from the player information storage ~~means~~, and to judge whether

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or not the read two pieces of shop identification information coincide with each

other,

allowing a ~~step in which~~ restricting condition judger ~~judgering means~~ of the

game administering system to judge whether or not to satisfy a first restricting

condition that the two pieces of shop identification information were judged to

coincide by the shop judging means and that a within-shop rank order corresponding

to the player identification information received from the one game terminal unit by

the gaming evaluating means is within a first specified rank order, and

allowing a ~~step in which~~ guidance transmitter ~~transmittering means~~ of the

game administering system to transmit guidance information including the player

identification information and the within-shop ranking information of the player of

the one game terminal unit to other game terminal units in the shop where the one

game terminal unit is installed in order to display, on the other game terminal units,

guidance to the effect that the player within the first specified rank order in the

within-shop ranking will start the game if the first restricting condition is judged to

be satisfied by the restricting condition judging means.

16.   (New) A game progress administering system connected with game

terminal units to be operated by players and installed in a plurality of shops via

.communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

a player information storage for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong;

a terminal information storage for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed;

a gaming evaluator for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, calculating a result of the player based on the result of the game, and storing the calculated results in the player information storage in correspondence with the player identification information;

a result tabulator for tabulating the result of the player to determine a ranking, and storing the determined ranking in the player information storage in correspondence with the player identification information;

a restricting condition judger for judging whether or not to satisfy a restricting

condition that a rank order corresponding to the player identification information

received from the one game terminal unit by the gaming evaluator is within a

specified rank order; and

a guidance transmitter for transmitting guidance information including the

player identification information and the ranking information of the player of the one

game terminal unit in order to display guidance.

17.   (New) A game progress administering system according to claim 16,

further comprising:

a shop judger for reading the shop identification information corresponding

to the terminal identification information of the one game terminal unit from the

terminal information storage, reading the shop identification information

corresponding to the player identification information received by the gaming

evaluator from the player information storage, and judging whether or not the read

two pieces of shop identification information coincide with each other, wherein:

the result tabulator tabulates the results of the players for each shop, to which

the players virtually belong, at every interval of a specified period to determine a

within-shop ranking, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information;

the restricting condition judger judges whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judger and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

the guidance transmitter transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to other game terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking will start the game if the first restricting condition is judged to be satisfied by the restricting condition judger.

18.   (New) A game progress administering system according to claim 16, wherein:

the game is a competition game;

the gaming evaluator receives the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, and determines competing terminal units, which are other

game terminal units to become competitors, in accordance with a specified rule, and instructs the one game terminal unit and the competing terminal units to conduct the competition game, and calculates a result of each player based on the result of the competition game, and stores the calculated results in the player information storage in correspondence with the player identification information;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information;

the restricting condition judger judges whether or not to satisfy a restricting condition that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

the guidance transmitter transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to the competing terminal units in order to display, on the competing terminal units, guidance to the effect that the player within the first specified rank order in the within-shop ranking was determined as a competitor when the competing terminal units are determined by the gaming evaluator if the restricting condition is judged to be satisfied by the restricting condition judger.

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19.   (New) A game progress administering system according to claim 16, further comprising:

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not the read two pieces of shop identification information coincide with each other, wherein:

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information;

the restricting condition judger judges whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judger and that a within-shop rank order corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within a first specified rank order; and

the guidance transmitter transmits guidance information including the player identification information and the within-shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game

terminal unit is installed in order to display, on the shop monitor unit in the shop

where the one game terminal unit is installed, guidance to the effect that the player

within the first specified rank order in the within-shop ranking will start the game if

the first restricting condition is judged to be satisfied by the restricting condition

judger.

20.   (New) A game progress administering system according to claim 16,

further comprising:

a shop information storage for storing shop identification information, which

is identification information of the shops, in correspondence with area identification

information, which is identification information of areas where the shops are located;

a shop judger for reading the shop identification information corresponding

to the terminal identification information of the one game terminal unit from the

terminal information storage, reading the shop identification information

corresponding to the player identification information received by the gaming

evaluator from the player information storage, and judging whether or not the read

two pieces of shop identification information coincide with each other, wherein:

the result tabulator tabulates the results of the players for each shop, to which

the players virtually belong, at every interval of a specified period to determine a

within-shop ranking, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information, and

tabulates the results of the players within a first specified rank order in the within-

shop ranking to obtain a shop result of each shop at every interval of a specified

period, and determines a within-area shop ranking, which is a ranking of the

respective shops, for each area where the respective shops are located in accordance

with the shop results of the respective shops, and stores determined within-area shop

ranking information in the shop information storage in correspondence with the shop

identification information;

the restricting condition judger judges whether or not to satisfy a second

restricting condition that the two pieces of area identification information

corresponding to the two pieces of shop identification information were judged to

coincide by the shop judger, that the within-shop rank order of the player

corresponding to the player identification information received from the one game

terminal unit by the gaming evaluator is within the first specified rank order, and that

a within-area shop rank order of the shop to which the player corresponding to the

player identification information received from the one game terminal unit by the

gaming evaluator belongs is within a second specified rank order; and

the guidance transmitter transmits guidance information including the player

identification information, the within-shop ranking information and the within-area

shop ranking information of the player of the one game terminal unit to other game

terminal units in the shop where the one game terminal unit is installed in order to display, on the other game terminal units, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the second restricting condition is judged to be satisfied by the restricting condition judger.

21.   (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information, which is identification information of the shops, in correspondence with area identification information, which is identification information of areas where the shops are located, wherein:

the game is a competition game;

the gaming evaluator receives the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the competition game, from the one game terminal unit, and determines competing terminal units, which are other game terminal units to become competitors, in accordance with a specified rule, and instructs the one game terminal unit and the competing terminal units to conduct the

competition game, and calculates a result of each player based on the result of the

competition game, and stores the calculated results in the player information storage

in correspondence with the player identification information;

the result tabulator tabulates the results of the players for each shop, to which

the players virtually belong, at every interval of a specified period to determine a

within-shop ranking, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information, and

tabulates the results of the players within a first specified rank order in the within-

shop ranking to obtain a shop result of each shop at every interval of a specified

period, determining a within-area shop ranking, which is a ranking of the respective

shops, for each area where the respective shops are located in accordance with the

shop results of the respective shops, and stores determined within-area shop ranking

information in the shop information storage in correspondence with the shop

identification information;

the restricting condition judger judges whether or not to satisfy a restricting

condition that a within-shop rank order of the player corresponding to the player

identification information received from the one game terminal unit by the gaming

evaluator is within the first specified rank order and that a within-area shop rank

order of the shop to which the player corresponding to the player identification

information received from the one game terminal unit by the gaming evaluator

virtually belongs is within a second specified rank order; and

the guidance transmitter transmits guidance information including the player

identification information, the within-shop ranking information and the within-area

shop ranking information of the player of the one game terminal unit to the

competing terminal units in order to display, on the competing terminal units,

guidance to the effect that the player virtually belonging to the shop within the

second specified rank order in the within-area shop ranking and being within the first

specified rank order in the within-shop ranking was determined as a competitor when

the competing terminal units are determined by the gaming evaluator if the restricting

condition is judged to be satisfied by the restricting condition judger.

22.   (New) A game progress administering system according to claim 16,

further comprising:

a shop information storage for storing shop identification information, which

is identification information of the shops, in correspondence with area identification

information, which is identification information of areas where the shops are located;

a shop judger for reading the shop identification information corresponding

to the terminal identification information of the one game terminal unit from the

terminal information storage, reading the shop identification information

corresponding to the player identification information received by the gaming

evaluator from the player information storage, and judging whether or not two pieces

of area identification information corresponding to the read two pieces of shop

identification information coincide with each other, using the shop information

storage, wherein:

the game terminal units are communicably connected with shop monitor units

provided with monitors;

the result tabulator tabulates the results of the players for each shop, to which

the players virtually belong, at every interval of a specified period to determine a

within-shop ranking, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information, and

tabulates the results of the players within a first specified rank order in the within-

shop ranking to obtain a shop result of each shop at every interval of a specified

period, and determines a within-area shop ranking, which is a ranking of the

respective shops, for each area where the respective shops are located in accordance

with the shop results of the respective shops, and stores determined within-area shop

ranking information in the shop information storage in correspondence with the shop

identification information;

the restricting condition judger judges whether or not to satisfy a second

restricting condition that the two pieces of area identification information

corresponding to the two pieces of shop identification information were judged to coincide by the shop judger, that the within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order, and that a within-area shop rank order of the shop to which the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator belongs is within a second specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the within-area shop ranking information of the player of the one game terminal unit to the shop monitor unit in the shop where the one game terminal unit is installed in order to display, on the shop monitor unit, guidance to the effect that the player virtually belonging to the shop within the second specified rank order in the within-area shop ranking and being within the first specified rank order in the within-shop ranking will start the game if the second restricting condition is judged to be satisfied by the restricting condition judger.

23. (New) A game progress administering system according to claim 16, further comprising:

a shop information storage for storing shop identification information that is identification information of the respective shops, wherein:

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, and determines a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and stores the determined shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order; and

the guidance transmitter transmits guidance information including the player identification information, the within-shop ranking information and the shop ranking

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information of the player of the one game terminal unit to other game terminal units

in the shop where the one game terminal unit is installed in order to display, on the

other game terminal units, guidance to the effect that the player virtually belonging

to the shop within the third specified rank order in the shop ranking and being within

the first specified rank order in the within-shop ranking will start the game if the third

restricting condition is judged to be satisfied by the restricting condition judger.

24.   (New) A game progress administering system according to claim 16,

further comprising:

a shop information storage for storing shop identification information that is

identification information of the respective shops, wherein:

the game is a competition game;

the result tabulator tabulates the results of the players for each shop, to which

the players virtually belong, at every interval of a specified period to determine a

within-shop ranking, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information, and

tabulates the results of the players within a first specified rank order in the within-

shop ranking for each shop at every interval of a specified period to obtain a shop

result, and determines a shop ranking, which is a ranking of the respective shops, in

accordance with the shop results of the respective shops, and stores the determined

shop ranking information in the shop information storage in correspondence with the

shop identification information;

the restricting condition judger judges whether or not to satisfy a third

restricting condition that a within-shop rank order of the player corresponding to the

player identification information received from the one game terminal unit by the

gaming evaluator is within the first specified rank order and that a shop rank order

of the shop to which the player virtually belongs is within a third specified rank

order; and

the guidance transmitter transmits guidance information including the player

identification information, the within-shop ranking information and the shop ranking

information of the player of the one game terminal unit to the competitor terminal

units in order to display, on the competitor terminal units, guidance to the effect that

the player virtually belonging to the shop within the third specified rank order in the

shop ranking and being within the first specified rank order in the within-shop

ranking was determined as a competitor if the third restricting condition is judged to

be satisfied by the restricting condition judger.

25.   (New) A game progress administering system according to claim 16,

further comprising:

a shop information storage for storing shop identification information that is identification information of the respective shops, wherein:

the game terminal units are communicably connected with shop monitor units provided with monitors;

the result tabulator tabulates the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and stores the determined within-shop ranking in the player information storage in correspondence with the player identification information, and tabulates the results of the players within a first specified rank order in the within-shop ranking for each shop at every interval of a specified period to obtain a shop result, and determines a shop ranking, which is a ranking of the respective shops, in accordance with the shop results of the respective shops, and stores the determined shop ranking information in the shop information storage in correspondence with the shop identification information;

the restricting condition judger judges whether or not to satisfy a third restricting condition that a within-shop rank order of the player corresponding to the player identification information received from the one game terminal unit by the gaming evaluator is within the first specified rank order and that a shop rank order of the shop to which the player virtually belongs is within a third specified rank order; and

the guidance transmitter transmits guidance information including the player

identification information, the within-shop ranking information and the shop ranking

information of the player of the one game terminal unit to the shop monitor unit in

the shop where the one game terminal unit is installed in order to display, on the shop

monitor unit in the shop where the one game terminal unit is installed, guidance to

the effect that the player virtually belonging to the shop within the third specified

rank order in the shop ranking and being within the first specified rank order in the

within-shop ranking will start the game if the third restricting condition is judged to

be satisfied by the restricting condition judger.

26.   (New) A game progress administering system according to claim 16,

further comprising a belonging-shop setter for reading the shop identification

information corresponding to the terminal identification information of the one game

terminal unit from the terminal information storage, transmitting the shop

identification information to the one game terminal unit, and storing the shop

identification information in the player information storage in correspondence with

the player identification information of the one game terminal unit upon receiving

belonging-shop setting information to the effect of setting to virtually belong to the

shop corresponding to the shop identification information from the one game

terminal unit when the terminal identification information of the one game terminal

unit is received from the one game terminal unit by the gaming evaluator.

27. (New) A game progress administering system according to claim 16,

wherein the guidance transmitter transmits the guidance information to the other

game terminal units while adding an interrupt signal thereto in order to make an

interrupt display of the guidance on the other game terminal units.

28. (New) A game progress administering system according to claim 17,

wherein the result tabulator determines the within-shop ranking by tabulating the

results of the players within a specified past period for each shop to which the players

virtually belong, and stores the determined within-shop ranking in the player

information storage in correspondence with the player identification information.

29. (New) A game progress administering system according to claim 19,

further comprising a within-shop ranking transmitter for transmitting the player

identification information and the within-shop ranking information of the players

virtually belonging to each shop to the shop monitor unit of each shop in order to

display the player identification information and the within-shop ranking information

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of the players virtually belonging to each shop in the form of a ranking on the shop monitor unit of each shop.

30.   (New) A game progress administering system according to claim 20, wherein the guidance information further includes shop identification information of the shop to which the player of the one game terminal unit virtually belongs.

31.   (New) A game progress administering system connected with game terminal units to be operated by players and installed in a plurality of shops via communication lines such that operation signals necessary for the progress of a game can be communicated, thereby administering the progress of the game, comprising:

a player information storage for storing player identification information, which is identification information of players, in correspondence with shop identification information, which is identification information of shops to which the players virtually belong;

a terminal information storage for storing terminal identification information, which is identification information of the game terminal units, in correspondence with the shop identification information of the shops where the game terminal units are installed;

a gaming evaluator for receiving the terminal identification information of one game terminal unit, the player identification information and a game start signal, which is an operation signal to the effect of starting the game, from the one game terminal unit, instructing the one game terminal unit to conduct the game, calculating a result of each player based on the result of the game, and storing the calculated results in the player information storage in correspondence with the player identification information;

a result tabulator for tabulating the results of the players for each shop, to which the players virtually belong, at every interval of a specified period to determine a within-shop ranking, and storing the determined within-shop ranking in the player information storage in correspondence with the player identification information;

a shop judger for reading the shop identification information corresponding to the terminal identification information of the one game terminal unit from the terminal information storage, reading the shop identification information corresponding to the player identification information received by the gaming evaluator from the player information storage, and judging whether or not the read two pieces of shop identification information coincide with each other;

a restricting condition judger for judging whether or not to satisfy a first restricting condition that the two pieces of shop identification information were judged to coincide by the shop judger and that a within-shop rank order

corresponding to the player identification information received from the one game

terminal unit by the gaming evaluator is within a first specified rank order; and

a guidance transmitter for transmitting guidance information including the

player identification information and the within-shop ranking information of the

player of the one game terminal unit to other game terminal units in the shop where

the one game terminal unit is installed in order to display, on the other game terminal

units, guidance to the effect that the player within the first specified rank order in the

within-shop ranking will start the game if the first restricting condition is judged to

be satisfied by the restricting condition judger.